

WE CLAIM:

1. A computer-implemented method for transmitting data related to a game application between mobile devices, the method comprising:

initiating a gaming session between a first mobile device and a second mobile device;

determining whether a first transport protocol corresponds to an optimal transport protocol for transmitting data;

switching the first transport protocol to a second transport protocol when a determination is made that the second transport protocol is the optimal transport protocol;

transmitting data according to the first transport protocol when the first transport protocol corresponds to the optimal transport protocol; and

transmitting data according to the second transport protocol when the second transport protocol corresponds to the optimal transport protocol.

2. The computer-implemented method of Claim 1, wherein initiating the gaming session further comprises:

selecting an initial transport protocol from the transport protocols available on a first mobile device;

transmitting address information corresponding to the first mobile device to a second mobile device;

transmitting game information corresponding to a first game application activated on the first mobile device to the second mobile device; and

receiving an acknowledgment of the transmitted address information and game information from the second mobile device at the first mobile device, wherein the acknowledgement includes address information corresponding to the second mobile device.

3. The computer-implemented method of Claim 2, wherein the address information includes at least one of a group comprising an IP address identifier, an e-

mail address, a SMS identifier, a phone number, Bluetooth permissions, and profile information corresponding to one of the first mobile device and the second mobile device.

4. The computer-implemented method of Claim 1, wherein the optimal transport protocol is determined according to selected parameters that includes at least one of a group comprising immediate availability, transmission rate, and cost effectiveness.

5. The computer-implemented method of Claim 1, wherein a socket-based connection is established between the first mobile device and the second mobile device prior to transmission of the data.

6. The computer-implemented method of Claim 1, wherein a packet-based connection is established between the first mobile device and the second mobile device prior to transmission of the data.

7. The computer-implemented method of Claim 1, further comprising determining that the gaming session is incomplete when additional data related to the game application is to be transmitted between the first mobile device and the second mobile device.

8. The computer-implemented method of Claim 1, further comprising receiving additional data from the second mobile device according to another optimal protocol that is determined by the second mobile device.

9. The computer-implemented method of Claim 8, wherein receiving additional data further comprises:

monitoring for the additional data to be transmitted across a transport protocol;

notifying a game subsystem when the additional data is received;

notifying the game application of the new data when the game subsystem is notified; and

retrieving the data to the game application to further game play.

10. A mobile device, comprising:

a processor;

a display;

a memory into which a plurality of computer-executable instructions are loaded, the computer-executable instructions performing a method comprising:

initiating a gaming session between a first mobile device and a second mobile device;

determining whether a first transport protocol corresponds to an optimal transport protocol for transmitting data that is associated with a game application;

switching the first transport protocol to a second transport protocol when a determination is made that the second transport protocol is the optimal transport protocol;

transmitting data according to the first transport protocol when the first transport protocol corresponds to the optimal transport protocol; and

transmitting data according to the second transport protocol when the second transport protocol corresponds to the optimal transport protocol, such that a switch between the first protocol and the second protocol is transparent to the user and the game application.

11. The mobile device of Claim 10, the computer-executable instructions for initiating the gaming session further comprising:

selecting an initial transport protocol from the transport protocols available on a first mobile device;

transmitting address information corresponding to the first mobile device to a second mobile device;

transmitting game information corresponding to a first game application activated on the first mobile device to the second mobile device; and

receiving an acknowledgment of the transmitted address information and game information from the second mobile device at the first mobile device, wherein the acknowledgement includes address information corresponding to the second mobile device.

12. The mobile device of Claim 10, the computer-executable instructions further comprising determining the optimal transport protocol according to selected parameters that includes at least one of a group comprising immediate availability, transmission rate, and cost effectiveness.

13. The mobile device of Claim 10, the computer-executable instructions further comprising establishing a socket-based connection between the first mobile device and the second mobile device prior to transmission of the data.

14. The mobile device of Claim 10, the computer-executable instructions further comprising establishing a packet-based between the first mobile device and the second mobile device prior to transmission of the data.

15. The mobile device Claim 10, further comprising determining that the gaming session is incomplete when additional data related to the game application is to be transmitted between the first mobile device and the second mobile device.

16. The mobile device of Claim 1, further comprising receiving additional data from the second mobile device according to another optimal protocol that is determined by the second mobile device.

17. A computer-readable medium encoded with computer-executable instructions for performing a method comprising:

initiating a gaming session between a host mobile device and at least one receiving mobile device according to a first transport protocol, wherein address information and game information is transmitted from the host mobile device to at least one receiving mobile device;

determining whether the first transport protocol corresponds to an optimal transport protocol for transmitting data from the host mobile device to at least one receiving mobile device, wherein the data is related to a game application;

switching the first transport protocol to a second transport protocol when a determination is made that the second transport protocol is the optimal transport protocol;

transmitting data related to the game application according to the first transport protocol when the first transport protocol corresponds to the optimal transport protocol;

transmitting data according to the second transport protocol when the second transport protocol corresponds to the optimal transport protocol; and

receiving additional data related to the game application from at least one receiving mobile device according to another optimal protocol that is determined by the receiving mobile device.

18. The computer-readable medium of Claim 17, wherein initiating the gaming session further comprises receiving an acknowledgment of the transmitted address information and game information from at least one receiving mobile device at the host mobile device, wherein the acknowledgement includes address information corresponding to at least one receiving mobile device.

19. The computer-readable medium of Claim 17, wherein the address information includes at least one of a group comprising an IP address identifier, an e-mail address, a SMS identifier, a phone number, Bluetooth permissions, and profile information.

20. The computer-readable medium of Claim 17, wherein the optimal transport protocol is determined according to selected parameters that includes at least one of a group comprising immediate availability, transmission rate, and cost effectiveness.

21. The computer-readable medium of Claim 17, wherein a socket-based connection is established between the host mobile device and at least one receiving mobile device prior to transmission of the data.

22. The computer-readable medium of Claim 17, wherein a packet-based connection is established between the host mobile device and at least one receiving mobile device prior to transmission of the data.

23. The computer-readable medium of Claim 17, further comprising determining that the gaming session is incomplete when additional data related to the game application is to be transmitted between the host mobile device and at least one receiving mobile device.

24. The computer-readable medium of Claim 17, wherein receiving additional data further comprises:

- monitoring for the additional data to be transmitted across a transport protocol;
- notifying a game subsystem when the additional data is received;
- notifying the game application of the new data when the game subsystem is notified; and
- retrieving the data to the game application to further game play.